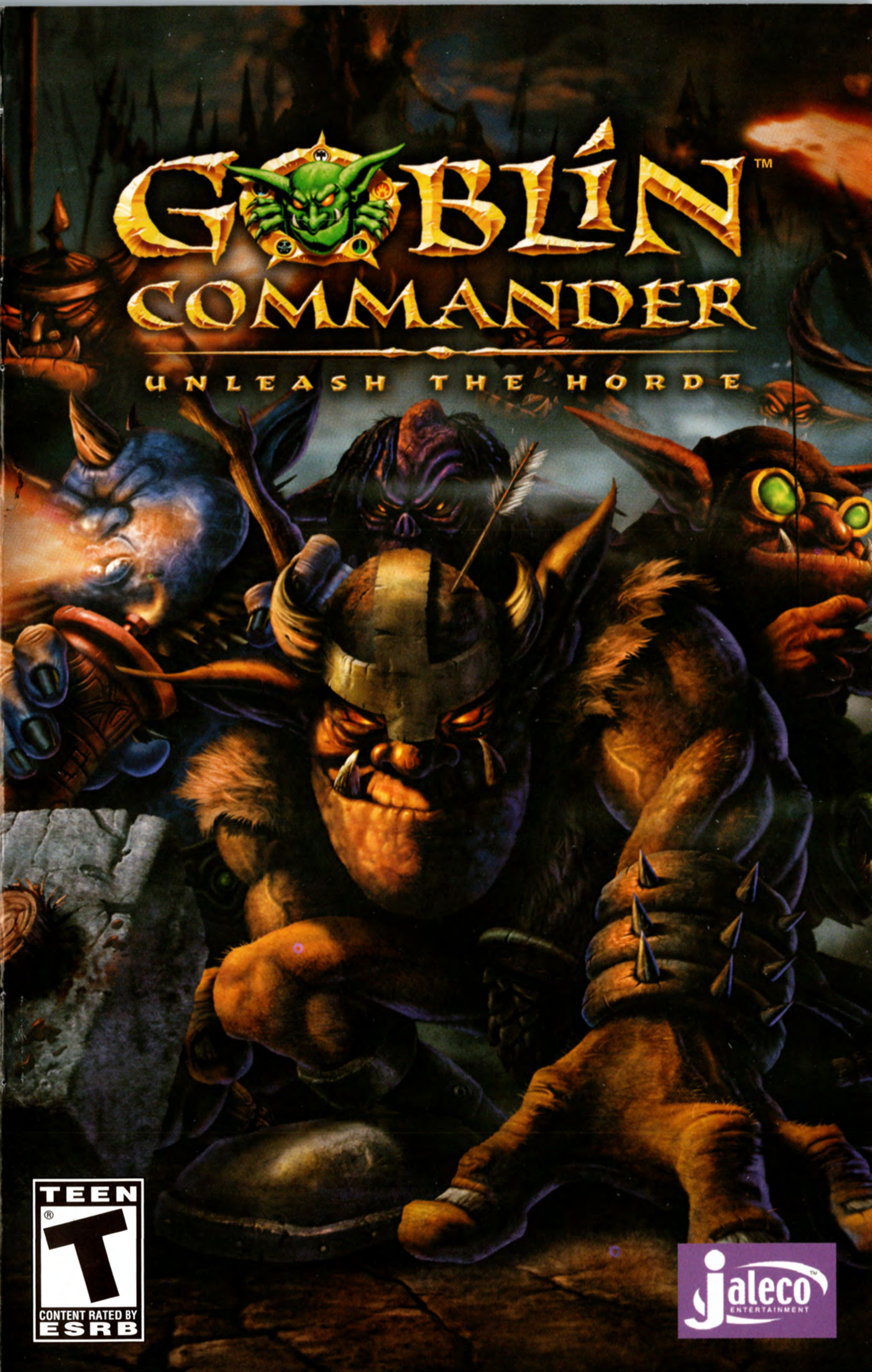
GOBLIN COMMANDER™

UNLEASH THE HORDE



TEEN
CONTENT RATED BY ESRB

jaleco™ ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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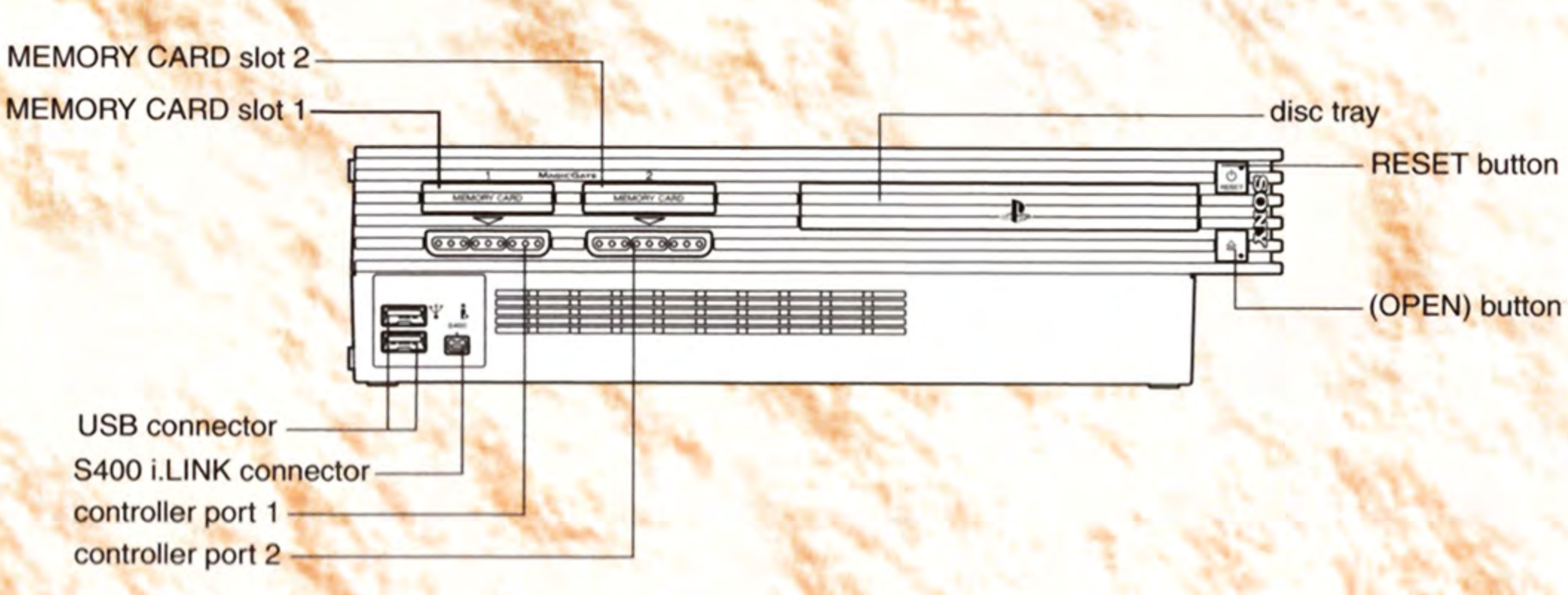
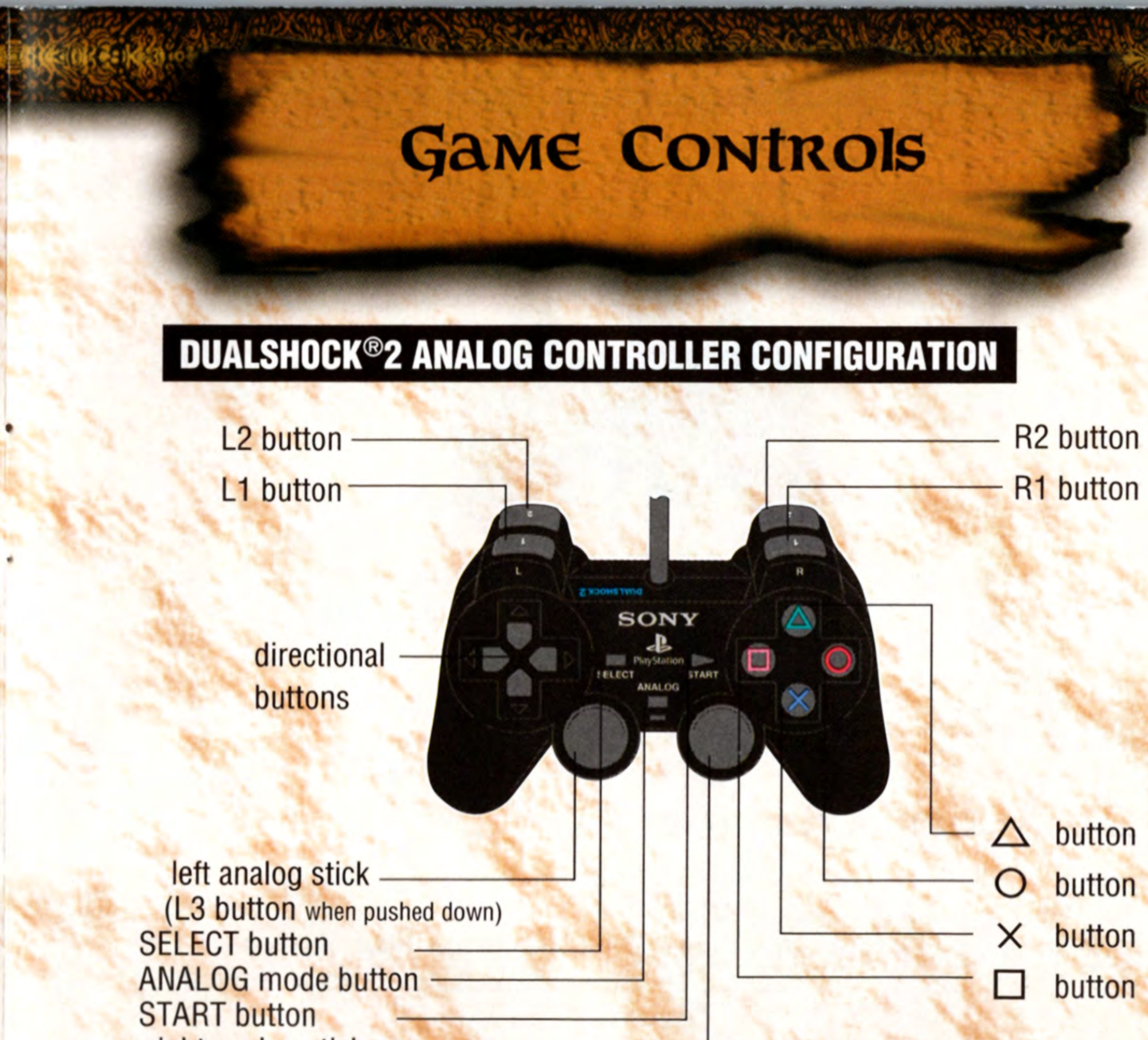
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **GOBLIN COMMANDER** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Game Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

Commander Controls

left analog stick..... Move Commander
right analog stick..... Zoom In/Out
⊗ button ..... *Clan button:* Waypoint Flag; Attack Enemy or Structure; Defend Structure Follow Titan
Inside Clanshrine: Repair Structure
Fast Forward Cutscenes
□ button..... *Clan button:* Waypoint Flag; Attack Enemy or Structure; Defend Structure; Follow Titan
○ button..... *Clan button:* Waypoint Flag; Attack Enemy or Structure; Defend Structure; Follow Titan
△ button..... Take Direct Control of Clan/Titan; Enter Clanshrine/Hall of Titans
When Over Destroyed Structure: Rebuild
When Over Placed Turret: Destroy's Player Turret
SELECT button..... Toggle On-Screen UI modes: Novice, Normal and Expert
START button..... Access Options Menu
up directional button..... Move Commander to Home Markers
down directional button..... Move Commander to Last Mini-Map Ping*
left directional button..... Access Help
right directional button.....Access Mission Objectives

***Ping – Mini-Map Event Signal**

L1 button..... *Hold + Clan button:* to Place Multiple Waypoints
Hold + up directional button: Place Home Markers
R1 button.....Enlarge Mini-Map
L2 button.....Use Item in Left Inventory Slot
R2 button.....Use Item in Right Inventory Slot

Goblin Clan Controls

left analog stick.....Move Unit
right analog stick.....Zoom/Rotate Camera
⊗ button..... *Clan button:* Attack; Place Waypoint Flag; Double-tap to Follow
□ button..... *Clan button:* Attack; Place Waypoint Flag; Double-tap to Follow
○ button.....*Clan Button:* Attack; Place Waypoint Flag; Double-tap to Follow
△ button..... Release Clan
SELECT button..... Toggle On-Screen UI modes: Novice: Normal and Expert
START button..... Access Options Menu
left directional button..... Access Help
right directional button..... Access Mission Objectives
L1 button.....*Hold + Clan button*: Place Waypoint Flag
Hold + Double-Tap Clan button: Follow
R1 button.....Enlarge Mini-Map
L2 button.....Use Item in Left Inventory Slot
R2 button.....Use Item in Right Inventory Slot

Titan Controls

left analog stick.....Move Unit
right analog stick.....Move/Rotate Camera
⊗ button.....Primary Attack (if available)
□ button.....Special Attack
○ button..... Secondary Attack (if available)
△ button..... Release Titan
SELECT button..... Toggle On-Screen UI modes: Novice, Normal and Expert
START button..... Access Options Menu
left directional button..... Access Help
right directional button..... Access Mission Objectives
L1 button.....*Hold + Clan button:* Set Waypoint Flags/Waypoint Paths
Hold + Double-Tap Clan button: Follow
R1 button.....Enlarge Mini-Map
L2 button.....Use Item in Left Inventory Slot
R2 button.....Use Item in Right Inventory Slot

Main Menus

Campaign..... Start or continue a single-player game

Skirmish.....Start a Multi-Player game on one of the many maps

Options..... Adjust the settings for the game

Credits..... View Credits

To navigate the **Main Menu**, press up or down on the left analog stick, and press the ⊗ **button** to confirm the selection.

Campaign Menu

From the **Campaign Menu**, the player has the option to either start a New game or Continue a game that is already in progress. To do so, highlight the appropriate choice and press the ⊗ **button** to confirm the selection. To return to the **Main Menu**, press the △ **button**.

NEW GAME

The player has three slots that they can use to start a New single-player campaign. To do so, navigate to one of the three slots and press the ⊗ **button**. The player will then be prompted to enter a Profile Name from the Character Screen provided.

Main Menus

To navigate the Character Screen, use the **left analog stick**. To select a highlighted character, press the ⊗ **button**. To remove the last character, navigate to Delete and press the ⊗ **button**. When finished entering a Profile Name, navigate to Done and press the ⊗ **button**. This will start the game from the beginning with the Profile that has been provided.

To cancel and return to the **Campaign Menu**, press the △ **button**.

MANAGING A PROFILE

To Continue a game, Load a game or Delete a Campaign, navigate to the tab that contains the appropriate Profile Name and press the ⊗ **button** to access the **Profile Menu**. To return to the **Campaign Menu**, press the △ **button**.

Continue allows the player to start from any level or view any cinematic that they have already completed. To choose an Act (where applicable), press left or right on the **left analog stick**. To choose a Level, press up or down on the **left analog stick**. To start, press the ⊗ **button**.

Load Game allows the player to resume any Saved Game. To do so, navigate to the desired Save Profile, and press the ⊗ **button**.

To Delete the currently selected Campaign, highlight it and press the ⊗ **button**. The player must then navigate to Yes to confirm or to No to cancel and return to the **Profile Menu**.

To return to the **Campaign Menu**, highlight Back and press the ⊗ **button**.

BACK

To return to the **Main Menu**, highlight Back and press the ⊗ **button**.

Main Menus

Skirmish Menu

From the **Skirmish Menu**, the player has the opportunity to play one of the many maps that have been designed for use in **Multiplayer** mode. To return to the **Main Menu**, press the △ **button**.

START

To cycle through the maps available, press left or right on the **left analog stick**. To Start a Skirmish game on the currently selected map, press the ⊗ **button**. When doing so, the player will have the opportunity to customize their game from the First Player Options screen provided.

PLAYER OPTIONS

Using the **left analog stick**, the player will have the opportunity to set the First Player Options, granting them the ability to customize the Clans that will be controllable, the amount of Souls and Gold to start with, the Tech level of their clans (which correlates to the number of different units available from each clanshrine) as well as the ability to use Titans and Turrets.

When finished with the First Player Options, press the ⊗ **button** to set the Second Player Options. When satisfied, press the ⊗ **button** to start the game.

BACK

To return to the **Main Menu**, highlight Back and press the ⊗ **button**.

Main Menus

Options Menu

The **Options Menu** grants the player access to all of the settings that can be adjusted in the game. To navigate, press up or down on the **left analog stick**, and press the ⊗ **button** to confirm. To return to the **Main Menu**, press the △ **button**.

AUDIO

From Audio, the player can adjust the volume levels for both the Sound Effects and the Music for the game. To adjust the levels, use the **left analog stick** to highlight the appropriate setting, and press left or right on the **left analog stick**. When satisfied, press the ⊗ **button** to confirm the selections. To cancel, press the △ **button** to return to the **Options Menu**.

CONTROLS

Toggle Controller Vibration on/off for each player. Camera Invert will reverse the camera control for that player. To select, press up or down on the **left analog stick**. To toggle the setting, press right or left on the **left analog stick**. To confirm selections, press the ⊗ **button**.

To cancel, press the △ **button** to return to the **Options Menu**.

BACK

To return to the **Main Menu**, highlight Back and press the ⊗ **button**.

Playing the Game

The Goblin Commander

The player uses their glowing cursor, or **GOBLIN COMMANDER**, to control their various clans. With it, the player can issue orders in the form of Waypoint Flags, take Direct Control of their clan or Titan units as well as access various Structures.

RESOURCES

Buying Goblins, Titans and Turrets costs Souls and Gold.

SOULS

Souls are collected whenever an enemy is defeated in battle, a clan has captured and maintained control over a Soul Fountain, or a Soul Cache is discovered.

GOLD

Gold comes in a variety of forms: Coins, Nuggets, Gems and Gold Chests. Coins, Nuggets and Gems can be found by destroying structures while Gold Chests can be found hidden in the levels.

MISSION OBJECTIVES

Mission Objectives are a list of goals that are associated with achieving victory over a certain map or region. To view Mission Objectives, press the **right directional button**.

Playing the Game

HELP

When specific Help is available on an item in the game world, a Question Mark Icon will appear floating above it. To retrieve Help on that item, move the Commander over the item, and press the **left directional button**.

Help is also available on any object or building in the world by placing the Commander over it and pushing the **left directional button** when the Question Mark Icon appears in the Directional Button Display.

Signified by a platform with a floating question mark over it, there are also specific instances throughout the game where a Help Pad will be placed in the game world. To access the Help Pad, either direct the Commander over it or position the unit under Direct Control on top of it, and press the **left directional button**.

SAVING AND LOADING

In *Goblin Commander: Unleash the Horde*, the player will have the option to Save, Load and access the **Main Menu** from anywhere in the game by pressing the **START button**.

To navigate the **START Menu**, press up or down on the **left analog stick**.

Playing the Game
User Interface

User Interface

The User Interface refers to the items that appear on the screen designed to provide the player with quick information about the game. The User Interface can be viewed in three different modes: Novice (all UI elements are displayed at all times), Normal (UI elements slide off the screen when not in use), and Expert (All UI elements disappear). To change the mode for the User Interface, press the **SELECT button**.

❶ SOUL BANK

The amount of Souls that are currently available to the player.

❷ GOLD BANK

The amount of Gold that is currently available to the player.

❸ GOBLIN COUNTER

The Goblin Counter displays the Clan Icon for each currently controlled clan with a number below detailing how many goblins, out of a total of 10, currently exist in the world.

❹ DIRECTIONAL BUTTON DISPLAY

Up - Home Markers – Once placed, Home Markers will take the player immediately to a point on the map when in Commander mode.

Playing the Game
User Interface

Down - Last Ping – This takes the player back to the last Mini-Map ping.

Left - Help – This displays context-sensitive Help on items and structures depending on the proximity of the Commander or Directly Controlled Units.

Right - Mission Objectives – This displays the current Mission Objectives. The Check icon will flash when the Mission Objectives have been updated.

❺ TOOLTIP DISPLAY

When applicable, a context sensitive Tooltip Display related to the functionality of nearby objects or characters in the game will appear.

❻ THE MINI-MAP

The Onscreen Map offers the player a bird's-eye view of the current level with the player's current position and the position of their Commander, signified by a Gray Cursor.

When in Direct Control, the position and heading of the player's units are signified by a Yellow Arrow.

Blips are signified by small multi-colored squares that identify certain items or characters that exist on the Onscreen Map.

Green Blip – Friendly Unit
Red Blip – Enemy Unit
Yellow Blip – Gold
Blue Blip – Soul Fountains/Soul Caches

Pings are signified by a rotating cursor that contracts to a particular point of action on the Onscreen Map.

Green Ping – A structure has been captured
Yellow Ping – A friendly unit or structure is under attack
Red Ping – A friendly unit or structure has been lost

To expand the Onscreen Map, press and hold the **R1 button**.

The Expanded Map increases the level of detail of the Onscreen Map. In turn, many objects that appear as Blips on the Onscreen Map appear as Icons on the Expanded Map.

Structures

The Clanshrine

The Clanshrine is a structure that allows the player to Buy goblins, unlock Caged goblins and Upgrade their units. To enter the Clanshrine, position the Commander over it and press the △ **button**. To exit the Clanshrine, press the △ **button** again.

BUYING GOBLINS

Each clan consists of four goblin Warriors and one Support unit, situated from left to right in ascending order on the back pedestals of the Clanshrine. To navigate, use the **left analog stick**. When highlighted, the unit's stats will be displayed at the bottom right of the screen.

Goblins cost Resources, which are displayed at the bottom of the screen. To buy the highlighted goblin, press the ⊗ **button** and it will appear outside the Clanshrine, moving to the current Waypoint Flag.

No clan can have more than 10 goblins at any time. Notice the Clan Icons located at the bottom left of the screen. This indicates how many goblins the player currently has in their clan. Keep in mind that only one Support unit can exist at any given time.

UNLOCKING CAGES

Goblins that are not currently available appear in Cages. Unlocking a cage costs Resources, which are displayed at the bottom of the screen. To unlock a goblin and make it available for purchase, select it and press the ⊗ **button**.

UPGRADING YOUR GOBLINS

Located on the front pedestals, each clan has a set of three Upgrades. The first two apply to all goblins in the clan while the last applies to the clan's Support unit. Only when the Support unit is unlocked will its Upgrade appear. Each of the Upgrades can be purchased three times.

Structures

Upgrades cost Resources, which are displayed at the bottom of the screen. To buy an Upgrade, select it and press the ⊗ **button**. When purchased, the Upgrade will be applied to the stats of the appropriate goblins.

REPAIRING THE CLANSHRINE

To repair a Clanshrine, enter the building and press the ⊗ **button** in the center of the building, while the UI states repair costs.

The Hall of Titans

The Hall of Titans is a structure that houses all Titans and Turrets. Each clan that is under the player's control will have one Titan and one Turret associated with it.

To enter the Hall of Titans, position the Commander over it and press the △ **button**. To exit the Hall of Titans, press the △ **button** again.

PURCHASING TITANS

Titans are huge monstrosities that can be used to inflict heavy damage upon enemies. All available Titans are situated on the pedestals located at the back of the Hall of Titans. To navigate, use the **left analog stick**.

Titans cost Resources, which are displayed at the bottom of the screen. To buy the highlighted Titan, press the ⊗ **button**.

When purchased, Titans will appear in front of the Hall of Titans, ready for use.

Only one Titan can be purchased at any given time.

Structures

PURCHASING TURRETS

Turrets are defensive structures that can be used to fend off enemies. All available Turrets are situated on the pedestals located to the front of the Hall of Titans.

All Turrets cost Resources, which are displayed at the bottom of the screen. To buy the highlighted Turret, select it and press the ⊗ **button**.

All Turrets must first be placed in the game world before becoming operational. When purchased, the Commander will appear outside the Hall of Titans with the Turret attached and ready for placement.

Each Turret has a Placement Halo. When the Placement Halo is Red, the unit cannot be placed in the chosen area. However, when the Placement Halo is Green, the Turret can be placed. When a suitable area is chosen, press the ⊗ **button** to place the Turret.

To cancel the purchase, press the △ **button**. Only three Turrets can be operational at any given time.

DESTROYING TURRETS

To destroy the unwanted Turret, position the Commander above it and press the △ **button**. If there are friendly units in the area, they must first be moved before it can be destroyed.

Structures

The Observatory

Tied to the power of the five moons, the Observatory is a place to purchase Moonstones.

MOONSTONES

Etched with symbols of the five moons, Moonstones can magically enhance the damage of the individual clan that it is tied to for a short period of time.

Moonstones can either be found in the world or purchased at the Observatory.

To pick up a Moonstone, direct goblins over it. Once picked up, an icon for the Moonstone as well as its activation button will appear in a free Inventory Slot.

To use a Moonstone, press the corresponding **L2 button** or **R2 button**.

Structures

The Alchemist Shop

The Alchemist Shop is a place to purchase a wide variety of magical Runestones.

RUNESTONES: Etched with archaic symbols, Runestones can invoke a wide variety of magical effects.

Runestones can either be found in the world or purchased at the Alchemist Shop.

To pick up a found Runestone, direct goblins over it. Once picked up, an icon for the Runestone as well as its activation button will appear in a free slot.

INVENTORY SLOT: To use a Runestone, press the corresponding **L2 button** or **R2 button**.

FIRESTORM: Rains fire and brimstone down upon the heads of all enemies. Best used against Buildings.

HEAL: Heals all friendly units.

SLOW: Decreases the movement rate of enemy units to 50% for a small amount of time, excellent for retreat tactics.

ACID CLOUD: Unleashes burning acid rain on all enemies over a wide area. Not useful on structures.

VISION: Allows the player to clear the fog of war from a portion of the map where it is used.

Structures

LIGHTNING: Summons lightning strikes down upon all enemies. Best used on structures.

SOUL DRAIN: Saps health and souls from enemy units in a wide area of effect.

FREEZE: Calls an icy wind that freezes all enemies for a certain amount of time.

BONESAW: Summons whirling magical blades that carve up and distract enemies.

TRANSMOGRIFY: No one is really sure what the Transmogrify Runestone does.

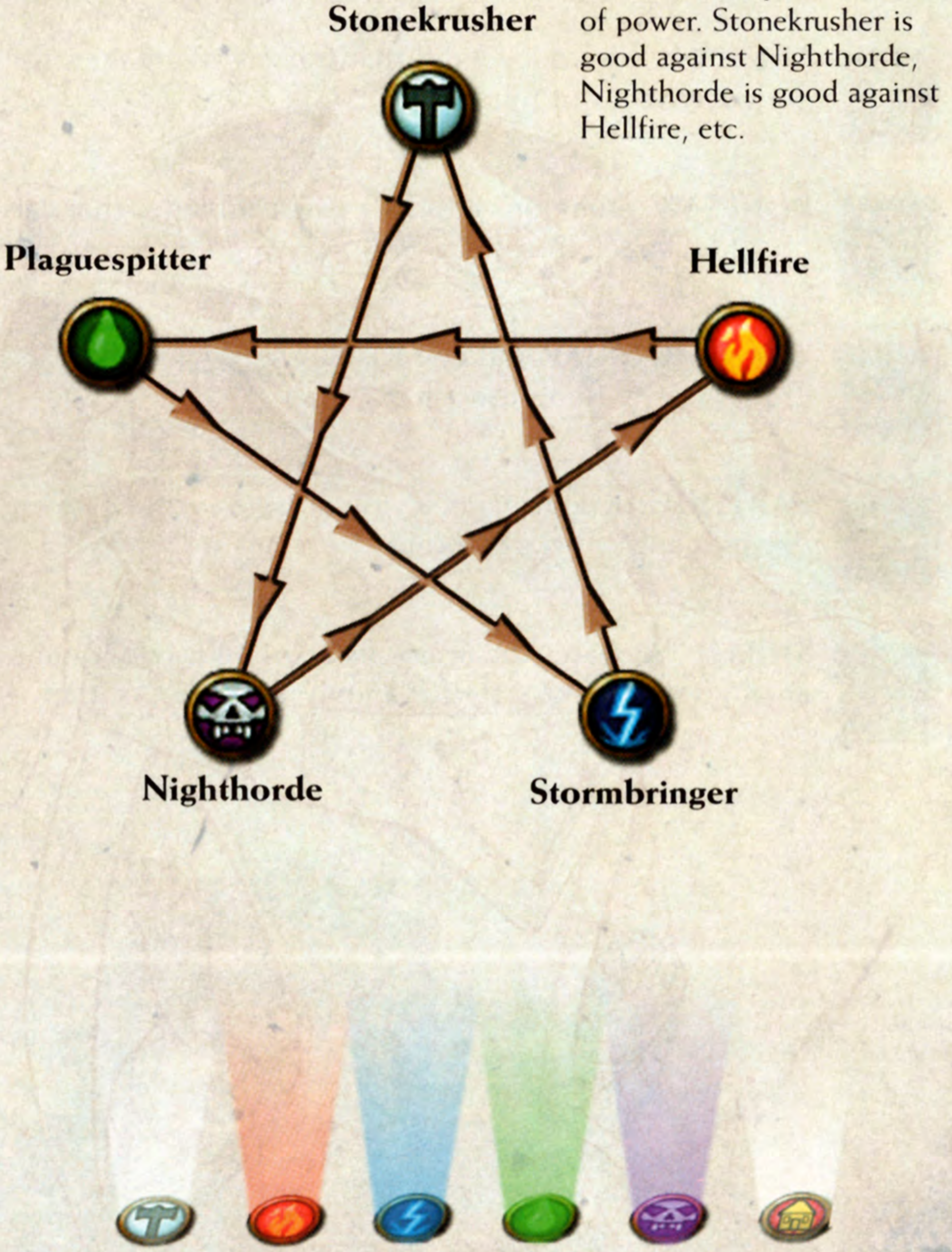
EARTHQUAKE: Triggers a violent tremor that damages all enemies and wrecks buildings.

SHIELD: Increases the armor value of all friendly units to an almost god-like state for a limited amount of time.

Strategy

There are five clans in Goblin Commander.

THERE IS A BALANCE OF POWER BETWEEN THE CLANS, AS SHOWN IN THE FOLLOWING CHART.



Strategy

COMMANDS

Attack

Follow

Defend

Repair

MINI-MAP ICONS

Hall of Titans

Soul Cache

Moon Gate

Titans

Turrets

Alchemist Shop

Observatory

Soul Fountain

Clanshrines

The Chronicle of Being

Our Story is not one of providence... not one of divinity or evolution from the primordial slime. Those stories we leave to humans and their unrelenting thirst for pride. For us, our kind was not so much born, as we were created... wrought through the power of the Moonstone by the human wizard Fraziel; at once granted life, granted form and made whole. Conjured to serve as laborers for his most momentous achievement: a 'Great Machine' that the master swore would grant us power beyond our wildest dreams.

As five our race began, blessed by the power of creation; five children of the moons that formed us; five champions to guide us on. Born with the ability to become one with the moonlight, where they led... we knew we would always follow... what they commanded... we would give our lives to achieve.

Grommel was first-born, set to work the cavernous mines. Formed unto the power of the white moon Froxx, he and his Stonekrusher clan rended the very earth in their endless search for stone and precious metals.

Grax the fervent was second, born under the watchful eye of the red moon Heelinx. Sharp-eyed and industrious, he and his Hellfire clan harvested the dark forests of Ogriss,

taking to the depth of the woodlands of the east, and making them their own.

Faine the learned came soon after. Formed by the blue moon Trist, he and his Stormbringer clan conducted strange magical experiments on the slopes of the southern mountains; chasing the possibilities of the strange force that they called 'electricity'.

From the green moon Phoust came Syst the reaper. Back bent to the soil, he and his Plaguespitter clan gathered rare plants and herbs from the slime of the western marshes. At one with nature, they mastered the art of toxicology, using their knowledge of volatile extracts to fuel the Great Machine.

The last was brooding Naxus, the darkest of the five. Born in the shadow of the purple moon Farthis, he and his Nighthorde clan were the scroungers of our kind, ravaging the cursed soil of the ancient battlegrounds in search of lost wisdom and bone.

It was a good life for our kind... a simple time of modest needs and clear purpose.

But as they say in the Master's tongue, nothing can last forever...

Stonekrusher

Born of the white moon Froxx, the Stonekrusher clan is the most straightforward and durable of all the goblin clans; attacking their grueling work in the northern volcanic mines with a devastating sense of tenacity and vigor.

Grommel

Clan-chief of the Stonekrusher clan, he and his kind bulldoze through the rubble of the industrial mines in search of precious metals.

Stone Ogre

Long ago, the Stone Ogres lost the war for the mines to their Stonekrusher neighbors. Now subjugated, they use their colossal strength in service of their goblin masters.

- To **Move**, use the **left analog stick**.
- To **Pick up** and eat a small creature, press the ▣ **button**.
- To **Attack** with a downward bash, press the ⊗ **button**.
- To **Attack** with a sweeping swing, press the ◉ **button**.

Rock Lobber

Hewn from massive blocks quarried from deep within the bowels of Ogriss, the Rock Lobber rains mighty boulders down upon any who dare enter Stonekrusher territory.

MINER	MELEE UNIT
Combat	Average
Toughness	Good
Attack	Blunt
Bonuses	Armor vs. Piercing damage Excellent vs. Structures

ROCK THROWER	RANGED UNIT
Combat	Good
Toughness	Average
Attack	Blunt
Bonus	% chance to knock back

LUGGER	MELEE UNIT
Combat	Good
Toughness	Good
Attack	Blunt
Bonus	% chance to stun enemies

PITBOSS	SHORT RANGE UNIT
Combat	Excellent
Toughness	Excellent
Attack	Slashing
Bonus	% chance to kill instantly

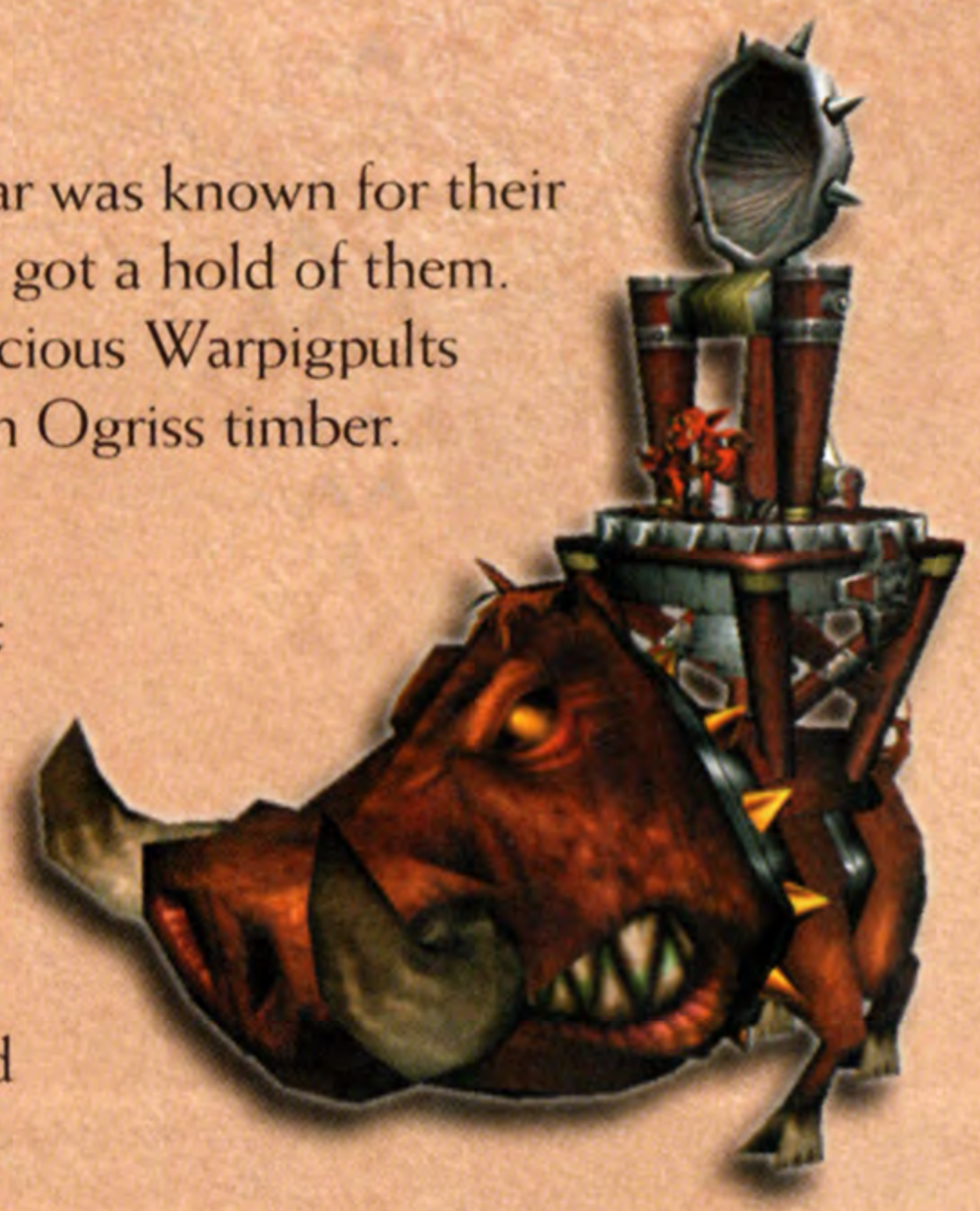
DRUMMER	SUPPORT UNIT
Combat	None
Toughness	Excellent
Attack	None
Bonus	Heals nearby units

Hellfire

Spawned from the red moon Heelinx, the Hellfire clan dedicates its time to finding ingeniously bold and wildly destructive ways to harvest vast amounts of lumber from the dense forests of Ogriss.

Grax

When talking about Grax, the Hellfire clan refers to their leader as 'funny'. What they don't realize is that their definition of 'funny' is what others would call down right maniacal.



Warpigpult

When roaming free, this race of giant boar was known for their gentle dispositions; then the Hellfire clan got a hold of them. Outfitted with a catapult system, the ferocious Warpigpults are used to level vast expanses of stubborn Ogriss timber.

- To **Move**, use the **left analog stick**.
- To **Rotate** the catapult, use the **right analog stick**.
- To **Switch** ammo types from Rock to Fire, press the ▣ **button**.
- To **Fire** the catapult press, hold and release the ⊗ **button** or pull back and release (flick) the **right analog stick**.

Lens Cannon

Fitted with lenses crafted from tree sap, the Hellfire clan designed its Lens Cannon to channel the rays of the sun into deadly beams of scorching white-hot energy.

LUMBERJACK — MELEE UNIT

Combat	Good
Toughness	Good
Attack	Slashing
Bonus	Armor vs. Slashing damage

ARCHER — RANGED UNIT

Combat	Good
Toughness	Poor
Attack	Piercing
Bonus	Armor vs. Piercing damage

HUNTER — RANGED UNIT

Combat	Excellent
Toughness	Poor
Attack	Piercing
Bonus	% chance to kill instantly

BOMBARDIER — RANGED UNIT

Combat	Good
Toughness	Average
Attack	Fire Damage
Bonuses	Area damage Excellent vs. Structures

SCOUT — SUPPORT UNIT

Combat	None
Toughness	Good
Attack	None
Bonus	Increases vision

Stormbringer

Born of the blue moon Trist, the Stormbringer clan is the most knowledgeable of all goblinkind. Secure in their Mountain Stronghold, they conduct strange magical experiments to harness the awesome power of lightning.

Faine

Nothing that occurs near their snowcapped peaks escapes High Lord Faine's watchful eye. A skillful mage, the only thing that comes close to matching the power of Faine's brilliance is his relentlessly blind arrogance.

Lightning Elemental

Ferocious and mindless monstrosities wrought from animated metal rods, Lightning Elementals were created during the 'Ritual of Making', one of the many Stormbringer experiments with electricity.

- To **Move**, use the **left analog stick**.
- To **Electrocute**, press the ⊗ **button**.
- To execute a spinning **Whirlwind** attack, press the ▣ **button**.

Tesla Coil

A metal tower that is crowned by a spherical conductor, the Tesla Coil channels electrical energy and directs it towards any creature within its range that is not tuned to the Stormbringer clan's frequency.

ACOLYTE	MELEE UNIT
Combat	Average
Toughness	Average
Attack	Blunt
Bonus	% chance to knock back

CONJURER	RANGED UNIT
Combat	Average
Toughness	Average
Attack	Piercing
Bonuses	Armor vs. Blunt % chance to stun

PYRO MAGE	SHORT RANGE UNIT
Combat	Good
Toughness	Average
Attack	Fire
Bonuses	Area damage Excellent vs. Structures

ICE MAGE	RANGED UNIT
Combat	Good
Toughness	Excellent
Attack	Ice
Bonuses	Chance to Freeze Good vs. Stonekrusher

WIND MAGE	SUPPORT UNIT
Combat	None
Toughness	Good
Attack	None
Bonus	Armor bonus to allies

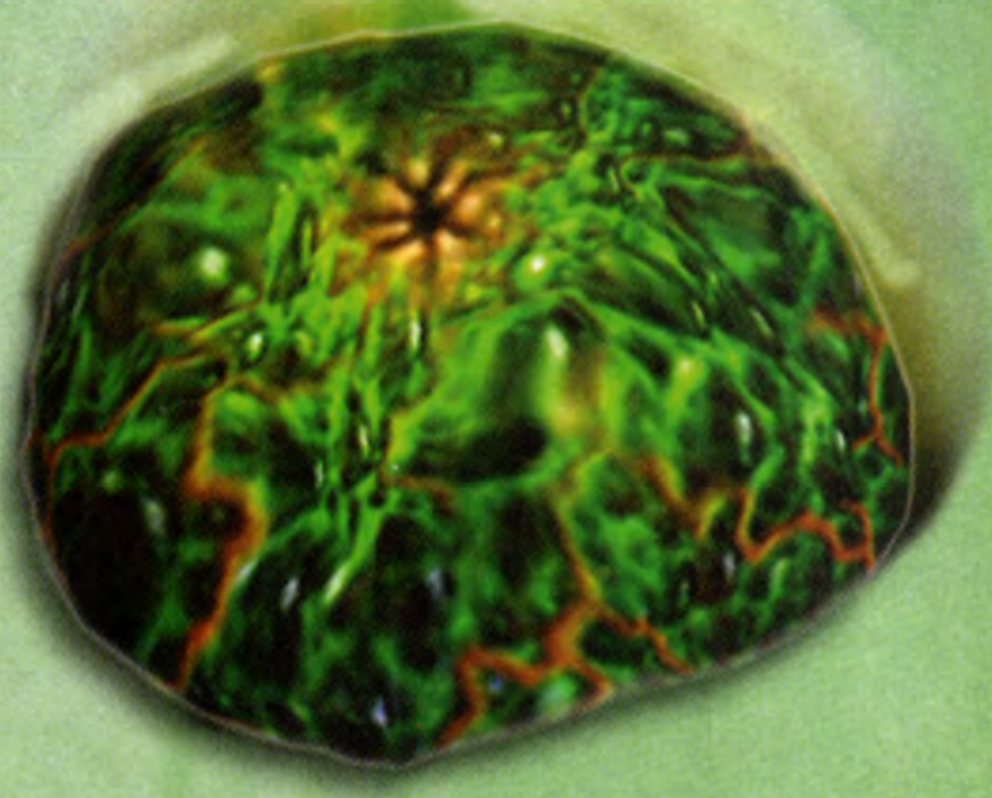
Plaguespitter

Spawned from the green moon Phoust, the 'Tribe' is the wildest of all the clans. At home in the slime of the western marshes, these rugged savages have mastered the art of toxicology, unleashing poisons and acids against all who threaten their homeland.

Syst

The ferocious Clan-chief of the Plaguespitter clan, Syst rules his people with a slime-covered fist. In his brutal world of primal law, only the strong survive; and compared to his clan, all he sees is weakness.

Green Slime



Slimes have formed a strange kinship with their savage goblin counterparts. Made up of extremely caustic acid, Slimes can dissolve all manners of organic and non-organic materials in mere moments.

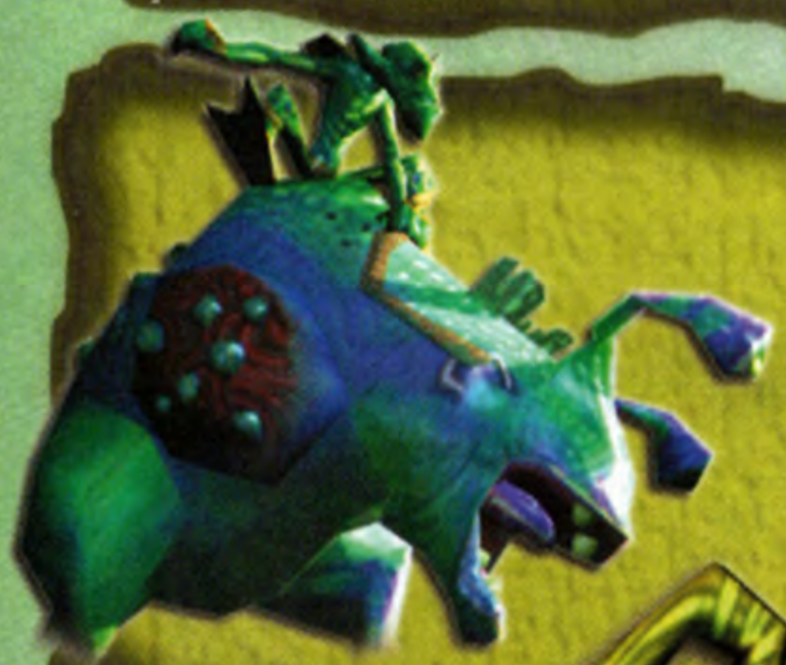
- To **Move**, use the **left analog stick**.
- To **Dissolve** units or structures simply move against them.
- When feeding, Slimes will grow in size. When the Slime has grown, press the ◉ **button** to initiate an **Acid Blast** attack in a radius around the Slime.

Hive

Built to house the most aggressive species of poisonous marsh fly, the Plaguespitter clan uses their Hives as a deadly warning to all unwanted visitors that their presence will not be tolerated.

CROPPER	MELEE UNIT
Combat	Average
Toughness	Good
Attack	Slashing
Bonuses	Armor vs. Blunt % chance to slow

SAVAGE	SHORT RANGE UNIT
Combat	Average
Toughness	Average
Attack	Piercing
Bonuses	Acid % chance to kill instantly



BILE SPITTER	MELEE UNIT
Combat	Average
Toughness	Excellent
Attack	Corrosion
Bonuses	Acid, Area damage Good vs. Stormbringer

SHAMAN	RANGED UNIT
Combat	Good
Toughness	Good
Attack	Piercing
Bonuses	Acid, Area damage % chance to knock back

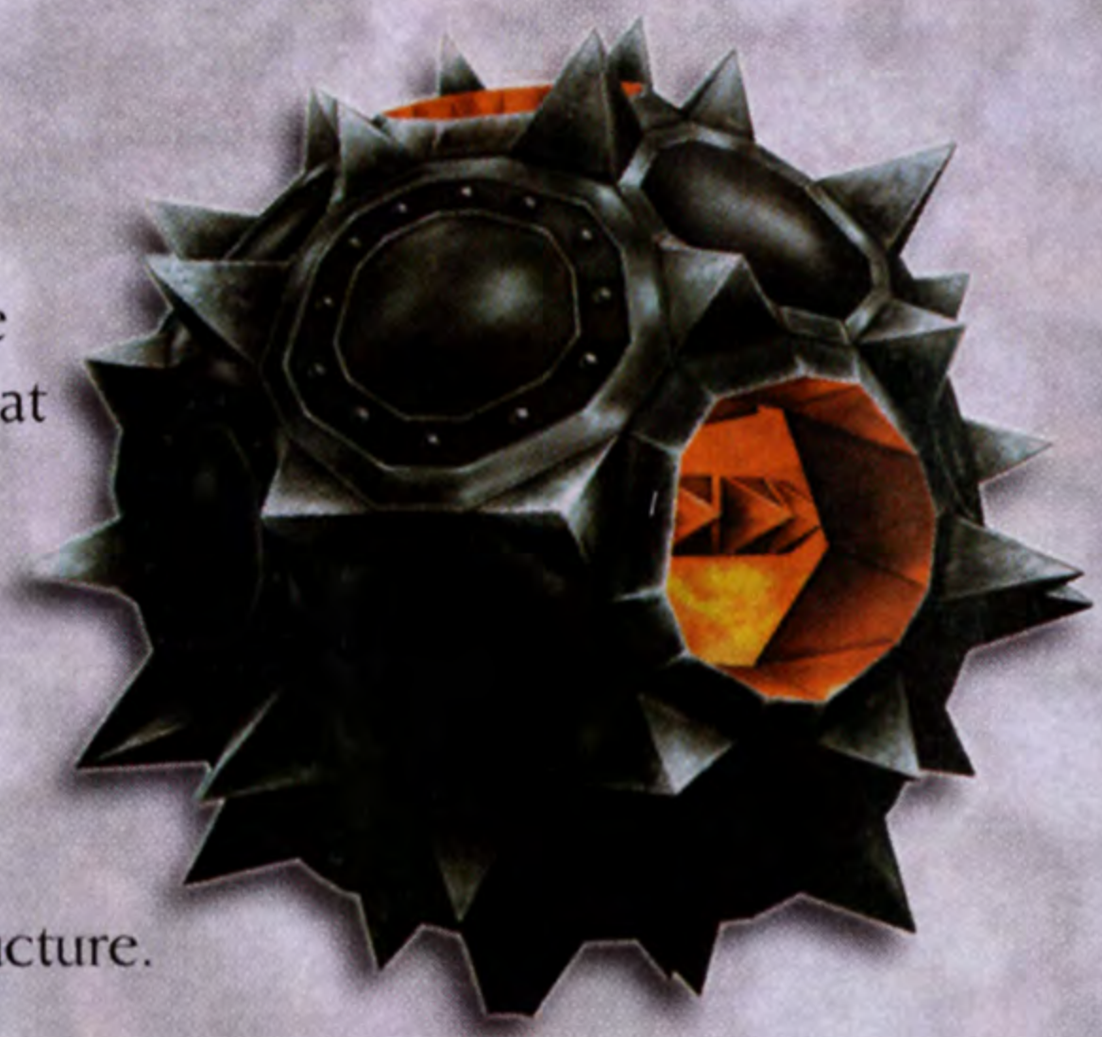
SPORE FIEND	SUPPORT UNIT
Combat	Average
Toughness	Excellent
Attack	Corrosion
Bonuses	Poison Weakens enemy armor

Nighthorde

A product of the purple moon Farthis, these ruthless scavengers are the darkest of all the goblins. Making their home in the cursed lands of a long-forgotten battleground, they rob the crypts of the ancient fallen, using whatever they find to benefit their clan.

Naxus

The Master of the Nighthorde clan takes a hands-on approach to his rule. Consequently, there is nothing that Naxus enjoys more than wiling away the hours beside his kinsmen knee-deep in corpses.



Battle Ball

The prize possession of the Nighthorde clan, the explosive Battle Ball is a metallic sphere that has been fitted with razor-sharp spikes that they gleefully put to use preparing burial grounds for exhumation.

- To **Move**, use the **left analog stick**.
- To **Attack**, ram an enemy unit or structure.
- To **Jump**, press the ⊗ **button**.
- To **Detonate**, press the ▣ **button**.

Soul Vortex

An unchecked opening directly to the netherworld, the Soul Vortex has the ability to extract the very spirit from those who wander too close to its unholy depths.

SCROUNGER — MELEE UNIT

Combat	Good
Toughness	Good
Attack	Soul
Bonuses	Good vs. Hellfire % chance to loot corpses

REAPER — RANGED UNIT

Combat	Average
Toughness	Average
Attack	Piercing
Bonuses	Triple Shot % chance to knock back

CANNIBAL — MELEE UNIT

Combat	Excellent
Toughness	Excellent
Attack	Slashing
Bonuses	% chance to regain health % chance to kill instantly

GRAVE ROBBER — MELEE UNIT

Combat	Excellent
Toughness	Excellent
Attack	Blunt
Bonuses	Good vs. Hellfire Extra damage vs. Structures

WITCH DOCTOR — SUPPORT UNIT

Combat	Poor
Toughness	Excellent
Attack	Soul
Bonus	% chance to steal souls

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